



# Farm Division 2013

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## GUIDELINES

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- 1) The purpose of Little League Baseball at the Farm level is to achieve the following
  - a) Introduce players to pitching and hitting live pitchers from players
  - b) Develop the concepts of team play and sportsmanship
  - c) Develop the skills of all players to enable them to play at higher Little League levels
  - d) Make it fun so players will want to continue to play baseball.
- 2) To help achieve these goals Serra Little League will do the following
  - a) Strive to provide experienced and enthusiastic managers and coaches who will place learning and development of players over winning.
  - b) Measure the success of this level by the improvement of the players over the course of the season, the excitement and enthusiasm of the players and their families, and the number of players who return to play at higher levels
  - c) Do not keep standings.
- 3) Lower division player agent will manage the farm division
  - a) Serves as the contact for managers to Serra Little League's board of directors.
  - b) Address issues arising from player, managers, or parents that cannot be resolved at the manager level. Will elevate issues to President of Serra Little League if cannot be resolved by lower division player agent.

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## TEAM FORMATION

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- 1) Players are assigned to teams by the lower division player agent.
- 2) Players may request to be on a certain team with a certain player, manager, or coach. Reasonable accommodations will be made by the Lower division player agent to honor these requests, but there is no guaranteed that a request will be granted.
- 3) The player agent will make every effort achieve the following
  - a) Ensure that the assignment of Players is as equal as possible in terms of age and experience.
  - b) Ensure that a player is not isolated by school (i.e., only one Player from a school on a team)



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## RULES OF PLAY

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- 1) The regular season playing rules for this division is as described in the Official Regulations and Playing Rules of Little League Baseball for the current year.
- 2) Each team supplies one umpire (if a youth umpire is not assigned for the game). Balls and strikes are called from behind the pitcher's rubber.
- 3) The following options and additional rules shall be observed for 2013
  - a) Offense
    - i) Rule 4.04, the option for continuous batting order, is observed in this division
    - ii) Players who arrive late must be added at the end of the order unless they arrive before their scheduled place in the batting order
    - iii) A batter hit by a pitch by a player has the option to take first base or to remain at bat. If the Player elects to continue the at-bat, he/she retains the same ball-strike count. The batter is not awarded 1st base if hit by the adult pitcher.
    - iv) Bunting, lead offs and base stealing are not allowed. The ball is dead unless hit by the batter. Base runners must wait for contact before leaving the base.
    - v) The infield fly rule is not in effect.
  - b) Defense
    - i) Mandatory Play Defense - No player may "Sit out" more than two innings per game on defense, and these innings will not be consecutive
    - ii) Note: To "Sit out" means being in the dugout during the half inning when the team is on defense. A player who arrives late while the team is on defense is not considered to sit out that half inning. Neither is a player who becomes ill or injured and removed from the field during that half inning
    - iii) Managers must be diligent in assuring that they rotate the players on their roster that sit out two innings from game to game so that during the season every player does so about the same proportion of the time.
    - iv) Farm Level requires teams with 10 or more players to play 4 outfielders. Outfielders must play at least 15 feet behind the edge of the grass.
    - v) Manager must rotate players between infield and outfield positions so that each player has equal time playing infield.
  - c) Substitutions
    - i) Free substitution of players into the game is permitted at the half inning. Substitution during an inning is not permitted except for injury, disciplinary reasons, or other similar issue.
    - ii) Players on the field may switch defensive positions during an inning (i.e., from 1st base to 2nd base). Once a player leaves the pitcher position, however, he may not return to the pitching position.
    - iii) No defensive player may play the same position for more than 2 innings. This includes pitchers and catchers.



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## d) Pitching

- i) The pitching rubber will be 40 feet from home plate vs. standard Little League pitching distance of 46 feet.
- ii) During the first four games, the coaches pitch to their own players. Managers may agree to begin player pitching during this period if players on both teams are ready to pitch.
- iii) Starting with the fifth game, players will pitch to the opposing team if both teams have already played 4 games.
- iv) There are no walks either from player or adult pitching. After ball 4 is reached by the player-pitcher, an adult pitcher for the batting team will pitch to the batter until the at-bat is completed. The strike count will be retained when the adult pitcher begins. The player-pitcher will resume pitching after the at-bat is completed. Note: The game goes faster if the designated adult pitcher is the person acting as the umpire/calling balls and strikes.
- v) The strike zone is from the armpits to the bottom of the knees, and one ball width inside and outside over the plate. The strike zone is intended to be liberal to encourage the batters to swing and to provide positive reinforcement to the pitcher.
- vi) No illegal pitches (i.e. balk) will be called.
- vii) To assist the catcher and expedite play, an adult may be positioned behind the catcher (near the backstop) to retrieve pitched balls and return them to the pitcher.
- viii) A pitch count must be recorded for your team. A parent volunteer may be recruited to record the pitch count. The pitch count for each pitcher is age based. A pitching log can be found on Serra LL website under Coaching Resources. Days of rest requirements must be followed.
- ix) Managers should practice pitching for all players and provide them an opportunity to pitch in a game when ready.

## e) Base running

- i) There is no "must slide" rule. Umpires will enforce Rule 7.08(a) (3), which states that "Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag". Sliding must be feet first.
- ii) Collision at First Base: The First Baseman is only entitled to the inside half of First Base; base runners should be directed to touch the outside half of First Base. If a base runner stops or slows down to avoid a collision at First Base because the fielder has strayed across the base, the base runner is to be declared "Safe".
- iii) Collision at Home Plate: Players must attempt to avoid a collision at Home Plate. Base Coaches should be cognizant of this when deciding whether or not to send a runner.
- iv) Defensive players may not block the base or the plate if no play is imminent.

## f) End Of Play

- i) A given play ends when the ball is controlled by an infielder (including the Pitcher and Catcher) in FAIR TERRITORY when he raises the ball in the air and calls "Ball". Runners in progress must return to the base they are coming from unless they are over half way to the next base. Managers and coaches should use reasonable discretion in these situations. Runners in progress must return



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to the base they are coming from unless they are over half way to the next base. Managers and coaches should use reasonable discretion in these situations.

- 4) Starting and Ending the Game
  - a) Prior to beginning a game, the plate umpire shall confirm the start time with both managers.
  - b) During the Regular Season, no new inning shall begin more than 90 minutes after the start of the game. However, the current inning may continue as necessary, until concluded, so long as continued play is not impaired by darkness.
  - c) A new inning starts the moment the 3rd out is made or the five-run limit is reached completing the preceding inning.
- 5) The decision to suspend or call a game for safety reasons due to darkness or other unfavorable conditions shall be at the sole discretion of the plate umpire.
  - a) As guidance, play shall be suspended sometime between Sunset and Civil Twilight, approximately 25 minutes after Sunset (refer to [www.sunrisesunset.com/usa/california.asp](http://www.sunrisesunset.com/usa/california.asp)).
- 6) The official time of the games shall be kept by the plate umpire
- 7) Should the umpire fail to suspend the game within this timeframe, it is not grounds for a protest
- 8) "5-run rule": A team may score no more than five runs per half-inning, with the exception of the sixth inning, where both teams may score an unlimited number of runs.
- 9) "10-run rule": Rule 4.10(e) shall NOT be observed in this division. Managers should use discretion with base runners and scoring when the run differential is significant so as to avoid demoralizing the other team.
- 10) The Infield Fly Rule will not be enforced in this Division.

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## GROUND RULES

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CUPERTINO MIDDLE SCHOOL FIELD 2 (CUP 2)  
CUPERTINO MIDDLE SCHOOL FIELD 3 (CUP 3)  
SAN ANTONIO FIELD (SA)

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The Ground Rules for CUP 2 and CUP 3 are as follows:

- 1) Field Definition
  - a) The field is not enclosed
  - b) There is a backstop, fence to the dugouts on the 1<sup>st</sup> and 3<sup>rd</sup> base sides
  - c) There are non-enclosed sides beyond the dugouts
  - d) The *Dead Ball Area* shall be defined as the area beyond an imaginary line extended along the front of the 1<sup>st</sup> or 3<sup>rd</sup> base dugouts to an intersection with the outfield fence
  - e) The *Bull Pen*, or pitching warm-up area, shall be either of the following two locations



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- i) Within the field of play at the farthest point from the infield where the outfield fence intersects the projection of the Dead Ball Area line
  - (1) The pitcher shall pitch away from the infield toward the outfield so that stray balls do not come into the field of play.
  - (2) A player with a glove and batting helmet shall be positioned facing the infield to protect the pitcher and catcher from errant batted and thrown balls
  - (3) A coach or manager is allowed to be present to monitor the warm up.
- ii) Off the field of play provided they are visible to the managing staff of the team.
  - (1) The pitcher shall pitch away from the infield so that stray balls do not come into the field of play.
  - (2) A player with a glove and batting helmet shall be positioned facing the infield to protect the pitcher and catcher from errant batted and thrown balls
  - (3) A coach or manager is allowed to be present to monitor the warm up.

## 2) Ground Rules

- a) Any batted fly ball adjudged to be within the playing field that is caught by a fielder whose momentum carries him into a *Dead Ball Area* is live, the batter is out and all runners may tag and advance at their own risk - ("Catch and Carry Rule")
- b) Any batted fly ball adjudged to be within the playing field that is caught by a fielder who falls into or within a *Dead Ball Area* is dead, the batter is out and all runners are awarded one base from their base at the time of the pitch
- c) Any batted fly ball adjudged to be over a *Dead Ball Area* and caught by a fielder still within the playing field is live, the batter is out and all runners may tag and advance at their own risk.
- d) Any batted fly ball adjudged to be over a *Dead Ball Area* and caught by a fielder who is also in the *Dead Ball Area* shall be ruled "no catch," the ball is dead and no runner may advance.

## 1) Pre-Game Activities

- a) The "Home" team shall occupy the 3<sup>rd</sup> base dugout, the "Visiting" team shall occupy the 1<sup>st</sup> base dugout
- b) The Home team shall have the field prepared 25 minute prior to the start of the game. This includes watering and dragging the field, painting the lines, and setting up bases.
- c) The Visiting team shall have use of the infield/outfield for warm-up from 25 to 15 minutes prior to the start of the game
- d) The Home team shall have use of the infield/outfield for warm-up from 15 to 5 minutes prior to the start of the game
- e) The managers and umpires of both teams shall meet at home plate to exchange line-ups and discuss ground rules 5 minutes prior to the start of the game
- f) The visiting team shall breakdown the field by removing the bases and watering and dragging the field.